クイーンズブレイド
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Zara
Demon Hunter of Little Red Riding Hood
赤頭巾の魔狩人
ザラ
Combat visual book
LOST WORLDS
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Demon Hunter of Little Red Riding Hood Zara

> No more girls will fall prey to the darkness.
> Here's one of your peers who hunts the darkness.

A cool, beautiful huntress, accompanied by a demon wolf which once ate her grandmother and her.

She survived being eaten by the demon wolf, and acquiring a magic power in his belly, she was reborn as a fighter. She gained the ability to regenerate her body even if it was torn apart and chewed up.

A true good person that became a demon hunter in order to prevent people in sorrowful circumstances to end up like her, though she won't express her feelings directly. Her nemesis is the "Demon Monkey Necromancer", and hearing that she's participating in the tournament, she's followed her there.

PROFILE

Height 165 ㎝

B ———— 90

W ———— 57

H ———— 86

Occupation: Demon Hunter

Weapon: Demon Sword "Fangbane"

Ability:Has an abnormal capacity of regeneration

Likes: Alcohol

Dislikes: Sweet things

対戦型ビジュアルブック シリーズ紹介

不思議の国の闇使いアリシア

キャラクターデザイン：深崎暮人

深崎暮人が描く、セクシー&ヴァイオレンスな新世代美闘士誕生!! 闇を操る魔法を自在に操る異世界よりの美少女魔法戦士。傍若無人に振る舞うが曲がったことが大嫌い。

定価 1,500円（税込）
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コンセプトは「完全敗北！」のヴァンキッシュド・クイーンズが、さらにパワーアップして帰ってきた！
新登場のキャラクターたちはもちろん、前回収録のキャラクター達も新たな敗北 if ストーリーが展開される。
付録として、囚われの竜戦士ブランウェンのリボルテック付き限定版（4,980円）も同時発売！

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誉が描く、
セクシー＆
ビューティーな
正統派
美闘士誕生!!
「これぞ
クイーンズ
ブレイド！」
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2013年3月発売予定

Jumping Away
1
後方へ移動
Tell opponent: "No restrictions next turn, and add +3 if you score." (P)
2 → 49 10 → 45 18 → 37 26 → 13 34 → 41 42 → 11
4 → 49 12 → 9 20 → 13 28 → 13 36 → 53 44 → 15
6 → 13 14 → 49 22 → 59 30 → 49 38 → 3 46 → 27
8 → 13 16 → 57 24 → 15 32 → 00 40 → 49 48 → 13
2

3
Swing High
上段スイング
Tell opponent: "Do no Red next turn."
2 → 5　10 → 3　18 → 37　26 → 45　34 → 19　42 → 19
4 → 19　12 → 19　20 → 19　28 → 3　36 → 15　44 → 15
6 → 19　14 → 5　22 → 19　30 → 3　38 → 3　46 → 43
8 → 33　16 → 57　24 → 15　32 → 00　40 → 3　48 → 63
4

2	31	10	3	18	19	26	45	34	[illegible]	42	53
4	49	12	9	20	29	28	3	36	53	44	15
6	17	4	31	22	53	30	3	38	31	46	13
8	33	16	19	24	15	32	00	40	05	48	63

7
Dazed
頭に直撃
SCORE 7
CRITICAL 11
Tell opponent: "Do only Hand to Hand next turn"
CRITICAL: "Do no Orange for the rest of the fight"
2 5 10 3 18 37 26 45 34 41 42 1
4 49 12 9 20 29 28 3 36 5 44 15
6 17 14 +23 22 21 30 3 38 3 46 43
8 +33 16 57 24 15 32 00 40 5 48 63
8

Axe Throwing
High
9
アックススローイング
(上段)
Tell opponent: "Do no Red or Orange next turn
Do no Throw Axes until you prepare them again."
2 +45 10 +45 18 +37 26 +45 34 +25 42 1
4 49 12 9 20 23 28 +31 36 +31 44 5
6 17 14 45 22 53 30 + 3 38 + 3 46 43
8 33 6 57 24 45 32 +00 40 +53 48 63
10

2 - 19	10 - 31	18 - 37	26 - 45	34 - 25	42 - 11
4 - 49	12 - 9	20 - 29	28 - 3	36 - 31	44 - 15
6 - 17	14 - 5	22 - 59	30 - 3	38 - 3	46 - 43
8 - 33	16 - 57	24 - 19	32 - 00	40 - 53	48 - 63

Leg Wound
13
SCORE 3
CRITICAL 7
脚を負傷
Tell opponent: "Do only Green or Yellow next turn."
CRITICAL "Do no Blue for the rest of the fight."
2 45 10 45 18 37 26 13 34 53 42 11
4 49 12 9 20 53 28 13 36 53 44 13
6 17 14 19 22 59 30 3 38 3 46 53
8 23 16 53 24 53 32 00 40 45 48 63
14

15
Down Swing
ダウンスイング
Tell opponent: "Do no Red or Blue (except Swing Upper)."
16

Claw Cut
17
爪で切り裂く
Tell opponent: "No restrictions next turn." (P)
18

Off Balance

バランスを崩す

Tell opponent: "Do only Green or Yellow next turn."

2 - 5	10 - 21	18 - 37	26 - 45	34 - 25	42 - 11
4 - 49	12 - 9	20 - 29	28 - 21	36 - 15	44 - 15
6 - 17	14 - 5	22 - 59	30 - 3	38 - 3	46 - 43
8 - 33	16 - 57	24 - 15	32 - 00	40 - 5	48 - 63

Turned Around
21
後ろ向きになる
SCORE
0
Tell opponent "Do only Yellow next turn"
2 → 5 10 → 3 18 → 37 26 → 45 34 → 25 42
4 → 49 12 → 53 20 → 19 28 → 3 36 → 53 44 → 53
6 → 53 14 → 19 22 → 19 30 → 3 38 → 3 46 → 43
8 → 23 .6 → 19 24 → .5 32 → 00 40 → 5 48 → 63
22

2	53	10	45	18	19	26	45	34	53	42	11
4	19	12	9	20	53	28	3	36	15	44	15
6	17	14	5	22	59	30	3	38	3	46	7
8	33	16	1	24	7	32	00	40	21	48	63

Kicking
25
キック
Tell opponent: "Do no Blue or Yellow next turn."
2 5 | 10 41 | 18 -19 | 26 45 | 34 25 | 42 + 9
4 +49 | 12 11 | 20 ·19 | 28 3 | 36 15 | 44 19
6 +19 | 14 5 | 22 ·59 | 30 · 3 | 38 · 3 | 46 +43
8 33 | 16 +57 | 24 +15 | 32 00 | 40 · 5 | 48 ·19
26

27
Weapon Dislodged
武器を落とす
SCORE
-4
Tell opponent: "Do no moves that need your weapons until you retrieve them, and no restrictions next turn."
28

Crouch/
Ready Axes
29
身をかがめる
Tell opponent: "Do no Red or Orange next turn. You may do Throw Axes" (P)
2 45 10 3 18-37 26-45 34-25 42-27
4 49 12 9 20 29 28 3 36-15 44-15
6 17 14 5 22 27 30-27 38-19 46-27
8 33 16-57 24 15 32-00 40-3 48-63
30

2 5	10 -51	18 -37	26 -51	34 -51	42 ·11
4 49	12 9	20 29	28 51	36 51	44 15
6 · 7	14 5	22 51	30 5	38 3	46 -27
8 33	16 1	24 +15	32 00	40 51	48 ·51

35
Extended Range
Body Wound
ボディを負傷
（遠距離）
SCORE
4
CRITICAL
8
Tell opponent: "Do only Brown or Charge next turn."
CRITICAL: "Do no Red for the rest of the fight."
6 41 14 5 22 59 30 27 38 3
36 15
8 33 16 1 32 00 48 41
36

Jumping Up

37

飛び上がる

Tell opponent "Do no Blue next turn and add +2 if you score with Orange"

2 → [illegible]	10 → 53	18 → 19	26 → 45	34 → 25	42 → 13
4 → 3	12 → 31	20 → 29	28 → 3	36 → 53	44 → 19
6 → [illegible]	14 → 53	22 → 59	30 → 3	38 → 3	46 → 43
8 → 19	16 → 57	24 → 15	32 → 00	40 → 5	48 → 63

38

39
Charging
突撃
Tell opponent: "Do no Block, Green or Yellow next turn."
2 45　10 3　18 23　26 13　34 25　42 11
4 49　12 9　20 19　28 3　36 15　44 15
6 31　14 45　22 53　30 3　38 3　46 43
8 33　16 23　24 23　32 00　40 5　48 63
40

43
Retrieving Weapon/
Ready Axes
武器を拾う
44
Tell opponent: "Do no Red or Orange next turn If not on a Score page, choose between grabbing your weapon or preparing your axes"
2 - 5   10 - 3   18 - 19   26 - 45   34 - 31   42 11
4 19   12 - 9   20 - 29   28 - 53   36 - 31   44 - 19
6 17   14 - 5   22 59   30 - 53   38 - 3   46 27
8 33   16 5   24 .5   32 - 00   40 - 3   48 - 63

Parrying High
45
SCORE
-4
上段受け流し
Tell opponent "No restrictions next turn."
46

Parrying Low
49
SCORE
-5
下段受け流し
Tell opponent: "No restrictions next turn."
50

51

蹴られてバランスを崩す

Kicked
Off Balance

Tell opponent: "Do only Green or Yellow next turn" (P)

50 · 21	54 · 9	58 · 5	62 55
52 57	56 5	60 1	64 5

52

Body Wound
53
ボディを負傷
SCORE 4
CRITICAL 8
Tell opponent: "Do only Hand to Hand, Green or Yellow next turn"
CRITICAL: "Do no Red for the rest of the fight."
50 53
52 33
54 45
56 3
58 35
60 11
62 35
64 3
54

55
Ready Axes
ハンドアックスを準備する
（遠距離）
Tell opponent: "Do only Extended Range next turn. You may do Throw Axes."
50 - 39 54 9 58 · 57 62 55
56 3 60
56

Extended Range
Ready
57
基本の構え
(遠距離)
Tell opponent: "Do only Extended Range next turn, and regain 2 Body Points." (P)
50 39 54 47 58 5 62 55
52 33 56 60 11 64 57
58

59
Demon Wolf Swallow
魔狼の丸呑み
Tell opponent: "You lost your weapon. No restrictions next turn, and if the modified damage is 1 or more, the enemy is knocked out and you win."
50 53 54 13 58 5 62 55
52 33 56 57 60 11 64 47
60

Tell opponent: "You lost your weapon. No restrictions next turn and if the modified damage is 1 or more, you may do Demon Wolf Swallow next turn."

50	7	54	9	58	57	62	55
52	35	56	3	60	35	64	3

64

Character Sheet

赤頭巾の魔狩人 ザラ
Demon Hunter of Little Red Riding Hood Zara

Height 4 | Body Pts 18 | Tactics 4

Moves		Page	X	Modifier	+
Down Swing	Bash	36	50	+4	
	Smash	24	50	+3	
Side Swing	Strong	28	64	+2	
	High	10	64	+1	
	Low	2	58	+1	
	Upper	14	58	+1	
*Secret Technique	Throw Axes High	12	54	+3	
	Throw Axes Low	42	60	+3	
	Demon Wolf Swallow	22	54	+2	
Protected Attack	Side Swing	38	64	+1	
	Down Swing	44	56	+2	
Hand to Hand	Demon Wolf Bite	48	56	+2	
	Claw Attack	6	56	+3	
	Kick	34	56	+2	
Special	Wild Swing	40	58	+4	
	Dislodge Weapon	30	58	+4	
	Retrieve Weapon	46	52	-6	
Block	High	26	56	+2	
	Low	4	56	+2	
Jump	Up	18	52	-6	
	Dodge	8	52	-4	
	Crouch/Ready Axes	20	52	-5	
	Away	16	62	-4	
Extended Range	Charge	50		+4	
	Swing High	64		0	
	Swing Low	58		0	
	*Throw High	54		+3	
	*Throw Low	60		+3	
	Block and Close	56		0	
	Dodge	52		-4	
	Ready Axes	62		-4	

Experience Points

Equipment: Demon Sword Fangbane

* = See back of character sheet for special rules and restrictions
Page = Page you'll need to turn to
X = Extended range conversion (use only in multiplayer)
\+ = Where Experience is put down to strengthen up moves
Modifier = Score modifier

Action Descriptions

36 Down Swing (Bash)

The most powerful overhead swing, has enough power to break shields. However, the extra momentum might make you fall down.

24 Down Swing (Smash)

An overhead blow. Less powerful than Bash, but quicker.

28 Swing (Strong)

The most damaging type of side swing. Unless conditions are in your favor, it'll rarely connect. Momentum from the swing may leave your back exposed.

10 Swing (High)

Not as damaging as Strong, but safer. Momentum from the swing may leave your back exposed. This targets an opponent's upper body.

2 Swing (Low)

Similar to 10, an attack that aims at the feet.

14 Swing (Upper)

A blow that strikes from overhead. Might be able to catch the opponent off guard.

12 Secret Technique (Throw Axes High)

Attacks by throwing axes at the opponent. In order to select this action, you must succeed with "Ready Axes" first.

42 Secret Technique (Throw Axes Low)

Similar to 12, but aimed at the legs.

22 Secret Technique (Demon Wolf Swallow)

By making the Demon Wolf swallow the opponent whole (as long as their height is 4 or below), you can win in one strike. In order to select this action, you must succeed with "Demon Wolf Bite" first.

38 Protected Attack (Side Swing)

Not as effective as the usual Side Swing, but safer.

44 Protected Attack (Down Swing)

Not as effective as the usual Down Swing, but safer.

48 Hand to Hand (Demon Wolf Bite)

Spurs the Demon Wolf on to bite the opponent. Though the action might lead to the surefire "Swallow", it's not without risks, as handling the Demon Wolf requires laying your weapon on the ground.

6 Hand to Hand (Claw Attack)

An attack that cuts the opponent with iron claws. It's a fearful attack that might be stronger than the sword's.

34 Hand to Hand (Kick)

An attack made to try and knock opponents down flat. Very risky to perform unless they're unable to fight back.

40 Special (Wild Swing)

A desperate attack with no particular target. Very vulnerable.

30 Special (Dislodge Weapon)

An attack made to try and disarm an opponent. Works wonders against thrusts or feints, but vulnerable to aggressive rush downs or shielded attacks.

46 Special (Retrieve Weapon/Ready Axes)

An attempt at picking up a fallen weapon, or at preparing axes to throw. Very risky to perform unless they're unable to fight back.

26 Block (High)

An attack that defends high while attempting to throw the opponent off balance.

4 Block (Low)

An attack that defends low while attempting to throw the opponent off balance.

18 Jump (Jump up)

Useful for dodging low attacks, but vulnerable to high attacks.

8 Jump (Dodge)

Works wonders against down swings or thrusts, but vulnerable to side swings. Has a chance of letting you slip behind opponents.

20 Jump (Crouch/Ready Axes)

Effective against high attacks. However, it's vulnerable to low attacks or side swings. Has a chance of letting you slip behind opponents. You may prepare the axes to throw.

16 Jump (Jump Away)

Works wonders against down swings and side swings, but vulnerable to thrusts. Has a chance of letting you move to Extended Range. Otherwise, if you opponent uses down swing or side swing, the momentum from their swing may leave them on the ground or with their back exposed.

50 Extended Range (Charge)

A rush to quickly close the gap between you and your opponent. Very dangerous if an opponent can counterattack. Can't be used unless you are holding your weapon.

62 Extended Range (Ready Axes)

You may prepare the axes to throw. If successful, you'll be able to use the Throw Axes maneuvers.

Other Extended Range actions are analog to their Close Range equivalents. Depending on conditions like your opponent's character's mobility, reflexes, weapons or armor, there could be some unexpected surprises.

Special Rules: Throwing Axes

In order to choose Throw Axes, you need to succeed first with Ready Axes. That would be moves 20 or 46 at close range, or 62 at extended range. Preparing the axes is optional, but if you succeed with those, you need to declare explicitly if you prepare them or not. When you prepare your axes, you won't be able to use Orange moves until you throw them or release them, though you can use other sword actions. If you have axes prepared but you don't have a weapon, the preparation will be cancelled if the opponent succeeds with "Dislodge Weapon". Also, if you're successful with "Demon Wolf Bite", besides dropping your weapon, you'll also release the axes. It should be noted that releasing the axes is possible at any time.

Special Rules: Demon Wolf Bite/Swallow

If you succeed with Demon Wolf Bite, you can select Swallow for your next action. And, if you succeed with Swallow, you'll have won the game. Succeeding with Demon Wolf Bite will also make you drop your weapon.

Demon Hunter of Little Red Riding Hood

Zara

A crow cawed in the beautiful forest.
The Demon Hunter Zara found a cabin.
Zara knocked on the cabin's door to ask if she could rest for a while.

An old man was lying on the cabin's bed.
"Travelling lady, I was so troubled, living alone."
"...You've had a hard time."
"I'll be following grandma in a bit. Can I have some water?"
"Very well... Hum, old man, what big eyes you have."
"The better to discern this ugly world with."
"I see,.. what a big mouth you have, too."
"The better to eat a delicious woman like you with!"

The monster revealed its true nature.
It chewed and tore off Zara's throat with its fangs, and cut through her guts with its claws.
It exhaustively trampled down Zara's slender body with its brutal physique.
The perfect ambush, a thorough violence. Inside the cabin, it had become a bloody, terrible sight.
"Serves you right, naïve Demon Hunter."

And, when the monster left the cabin and went back to its den:
"I see, is this the den of you bastards?"
Behind the monster, who turned around startled, stood a half-naked Zara.
"You ruined my favorite cloak, let me return the favor."

A few hours later.

Before Zara, who had exhaustively hunted the monsters from the den, a single beautiful fighter appeared.
"Good grief... I'm starving now. I'll finish the battle with you bastard in an instant."

Sure enough, with her astounding regenerative abilities,
can Zara defeat this strong beautiful fighter?

They won't know that unless they fight.

Zara

Queen's Blade Grimoire

Artist: Homare